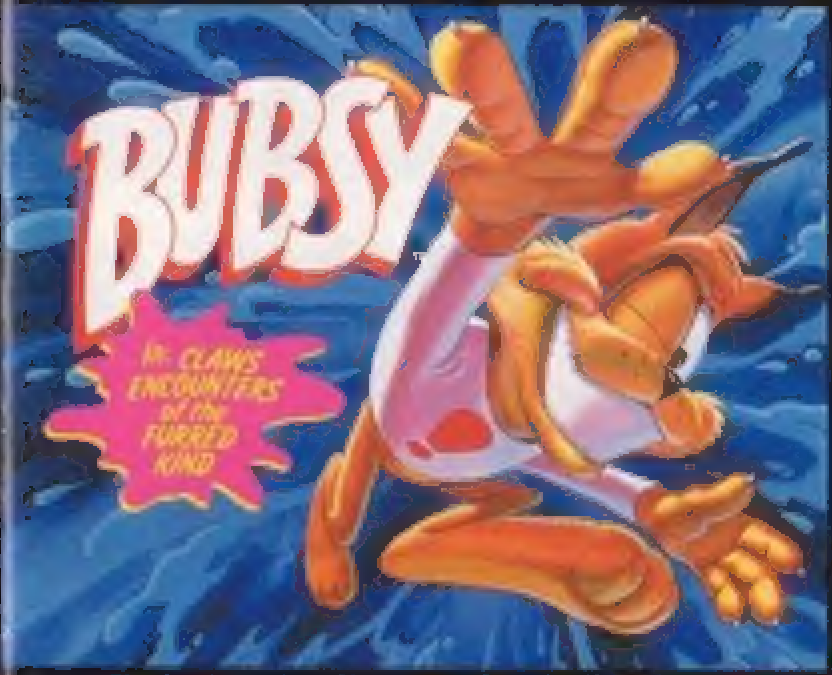
SNS-UY-USA


BUBSY
in: CLAWS ENCOUNTERS of the FURRED KIND

INSTRUCTION BOOKLET

ACCOLADE
GAMES WITH PERSONALITY

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for purchasing this Bubsy Super NES® Game Pak.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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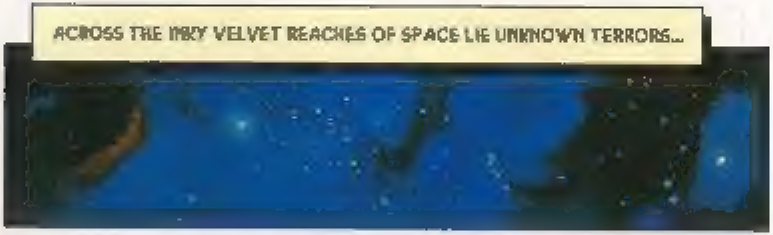
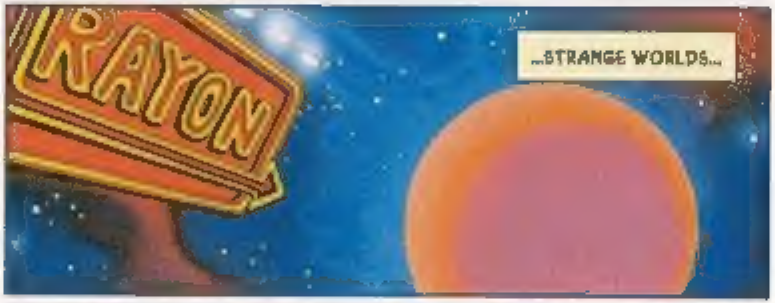
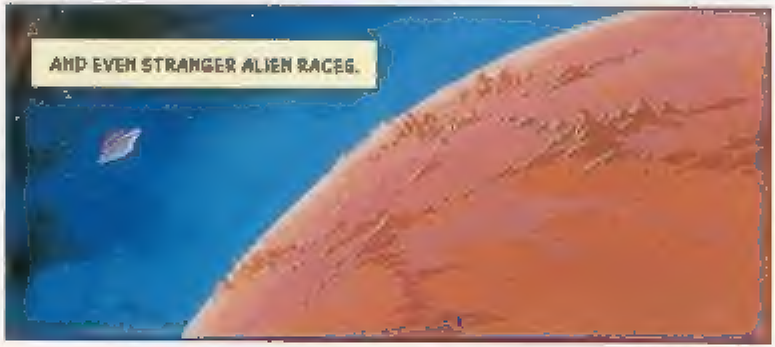
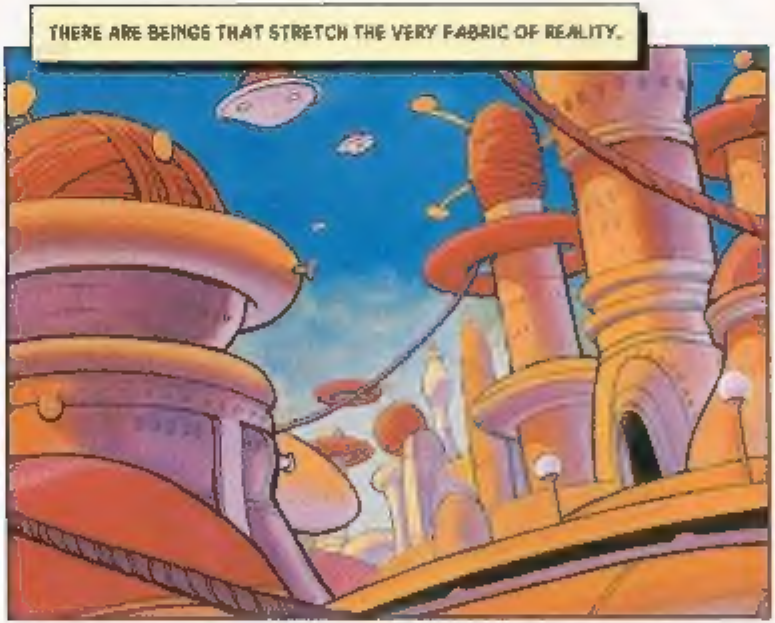
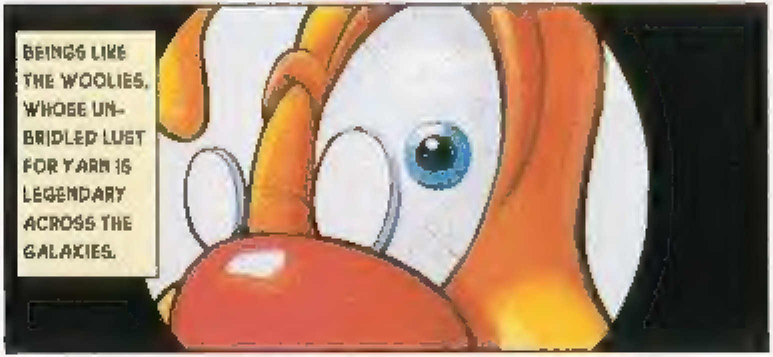
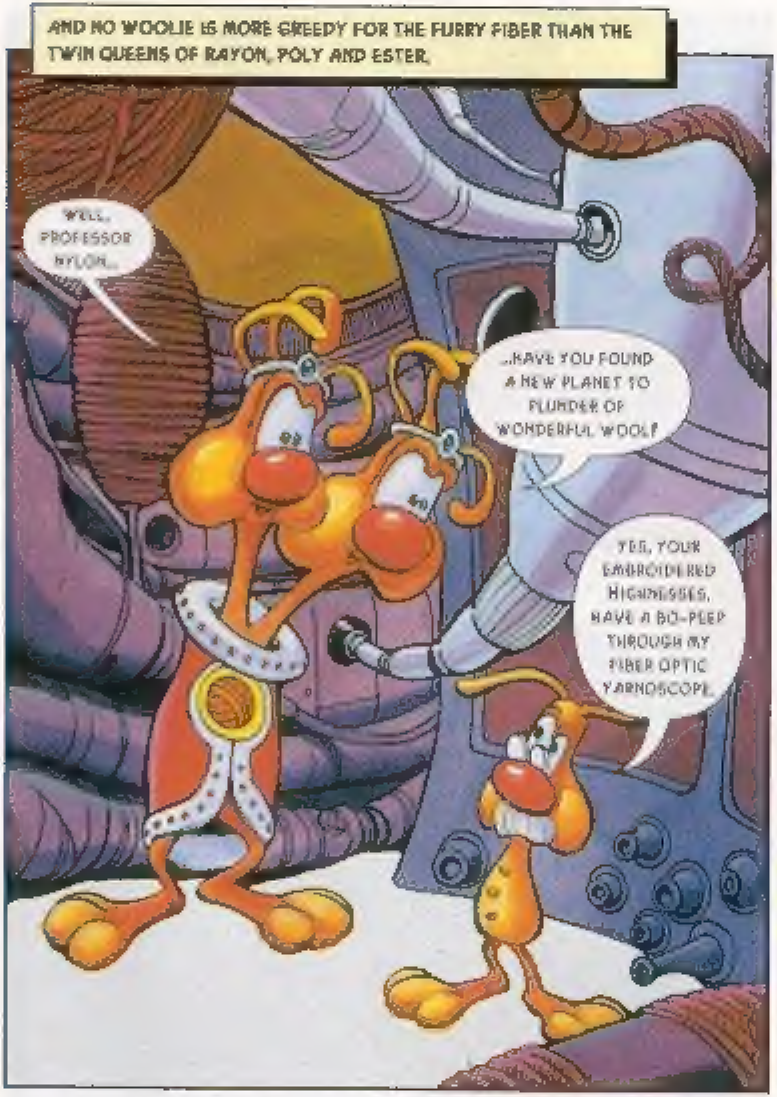

ACROSS THE INKY VELVET REACHES OF SPACE LIE UNKNOWN TERRORS...

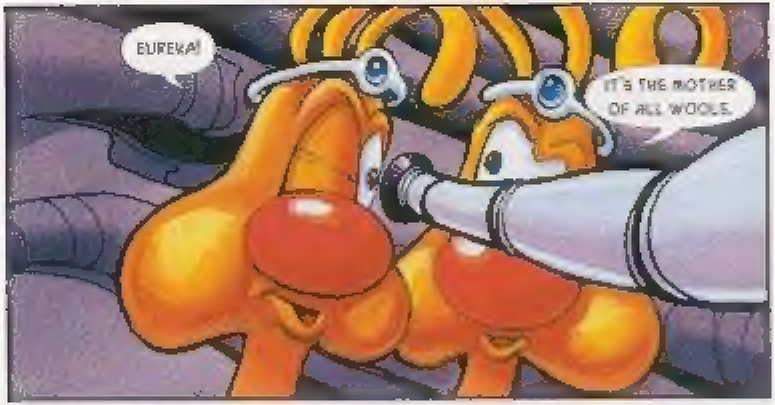


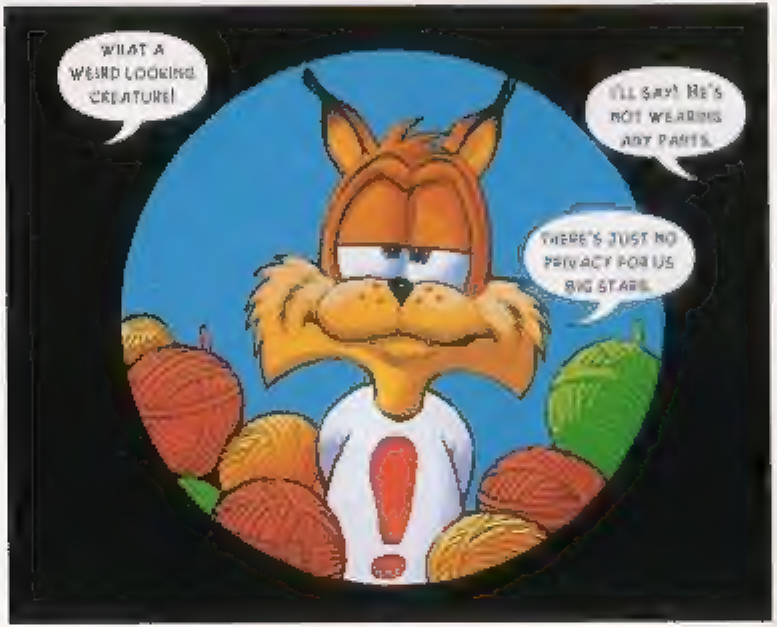

AND EVEN STRANGER ALIEN RACES.

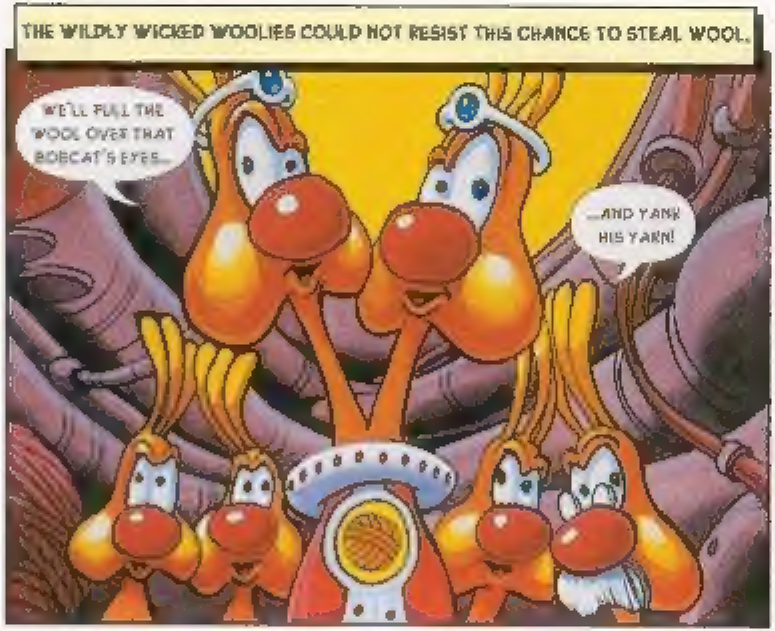

THERE ARE BEINGS THAT STRETCH THE VERY FABRIC OF REALITY.

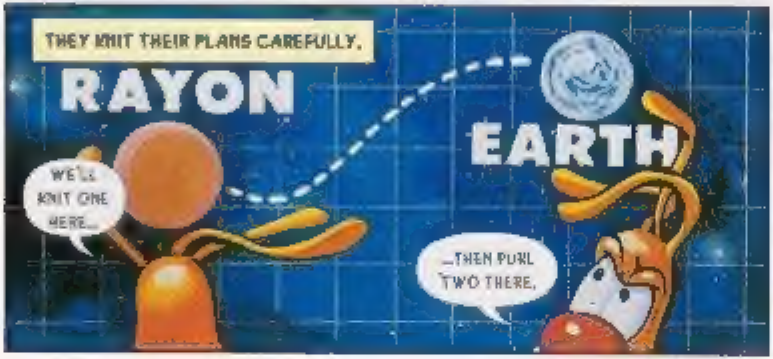

BEINGS LIKE THE WOOLIES, WHOSE UNBRIDLED LUST FOR YARN IS LEGENDARY ACROSS THE GALAXIES.

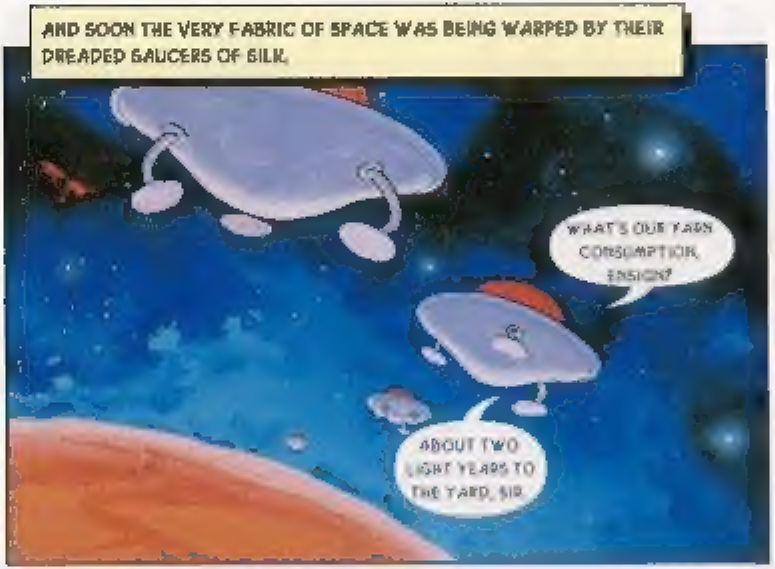

AND NO WOOLIE IS MORE GREEDY FOR THE FURRY FIBER THAN THE TWIN QUEENS OF RAYON, POLY AND ESTER.
WELL, PROFESSOR NYLON...
...HAVE YOU FOUND A NEW PLANET TO PLUNDER OF WONDERFUL WOOL?
YES, YOUR EMBROIDERED HIGHNESSES, HAVE A BO-PEEP THROUGH MY FIBER OPTIC YARNOSCOPE.

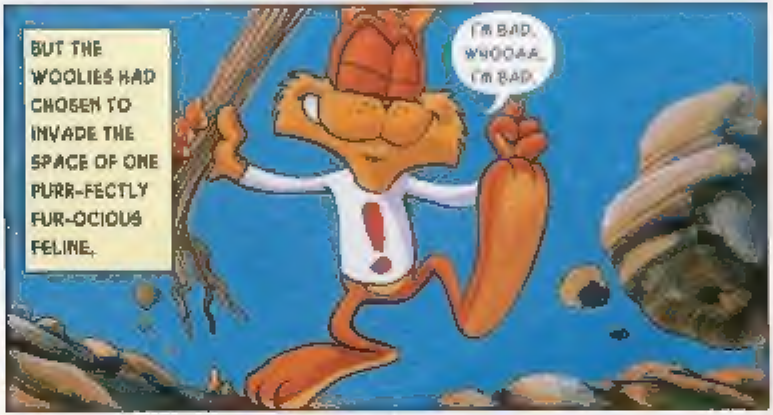

EUREKA!
IT'S THE MOTHER OF ALL WOOLS.

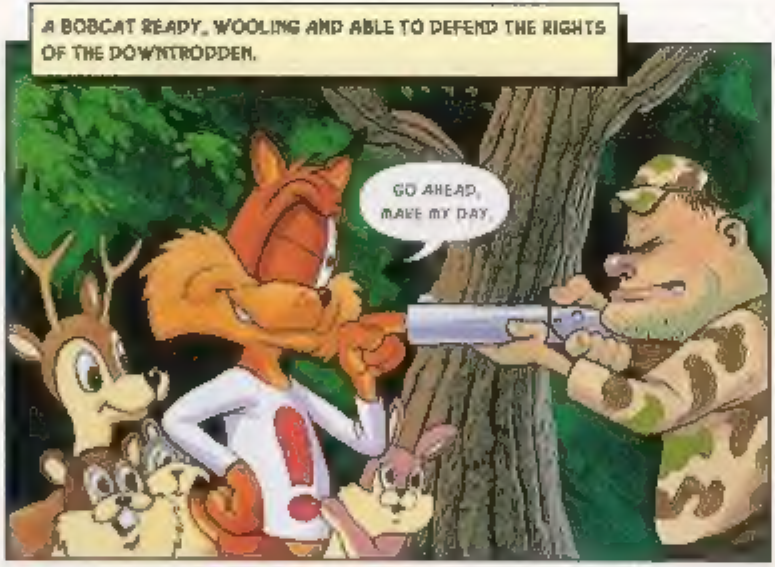

WHAT A WEIRD LOOKING CREATURE!
I'LL SAY! HE'S NOT WEARING ANY PANTS.
THERE'S JUST NO PRIVACY FOR US BIG STARS.

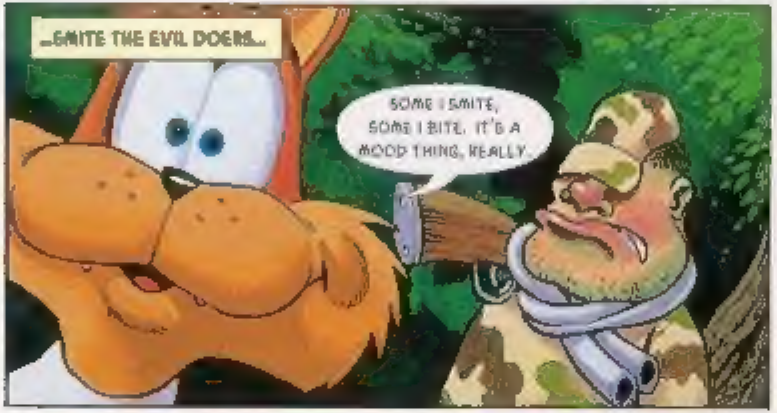

THE WILDLY WICKED WOOLIES COULD NOT RESIST THIS CHANCE TO STEAL WOOL.
WE'LL PULL THE WOOL OVER THAT BOBCAT'S EYES...
...AND YANK HIS YARN!


THEY KNIT THEIR PLANS CAREFULLY.
RAYON
EARTH
WE'LL KNIT ONE HERE...
...THEN PURL TWO THERE.

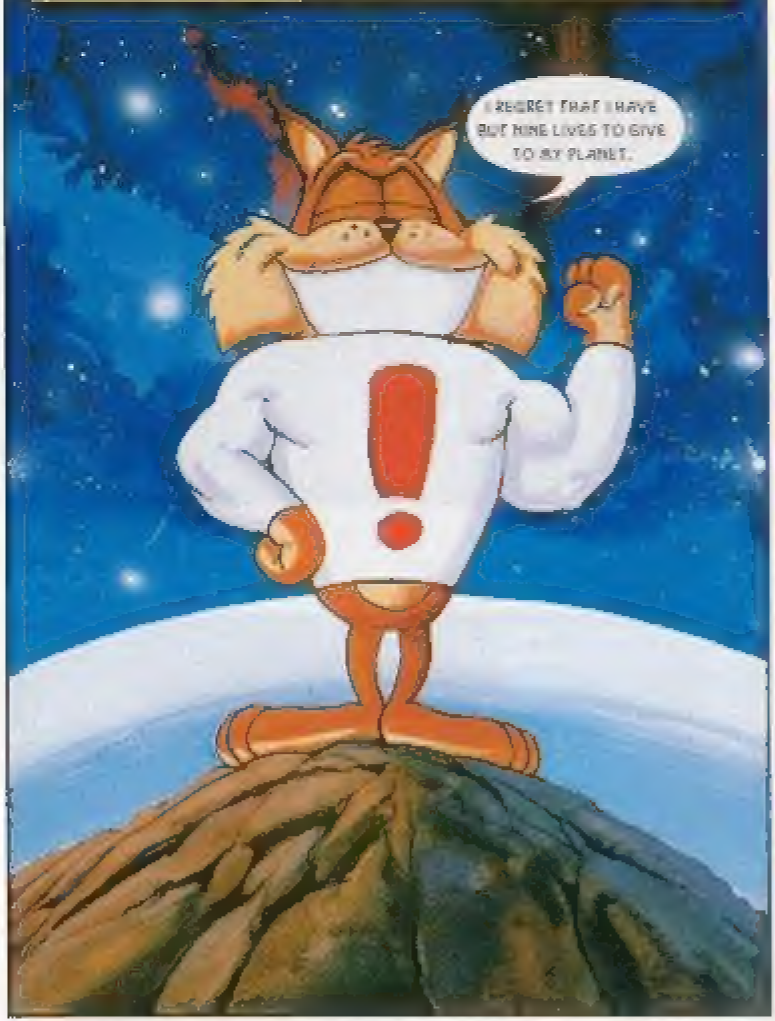

AND SOON THE VERY FABRIC OF SPACE WAS BEING WARPED BY THEIR DREADED SAUCERS OF SILK.
WHAT'S OUR YARN CONSUMPTION, ENSIGN?
ABOUT TWO LIGHT YEARS TO THE YARD, SIR.


BUT THE WOOLIES HAD CHOSEN TO INVADE THE SPACE OF ONE PURR-FECTLY FUR-OCIOUS FELINE.
I'M BAD. WHOOAA. I'M BAD.

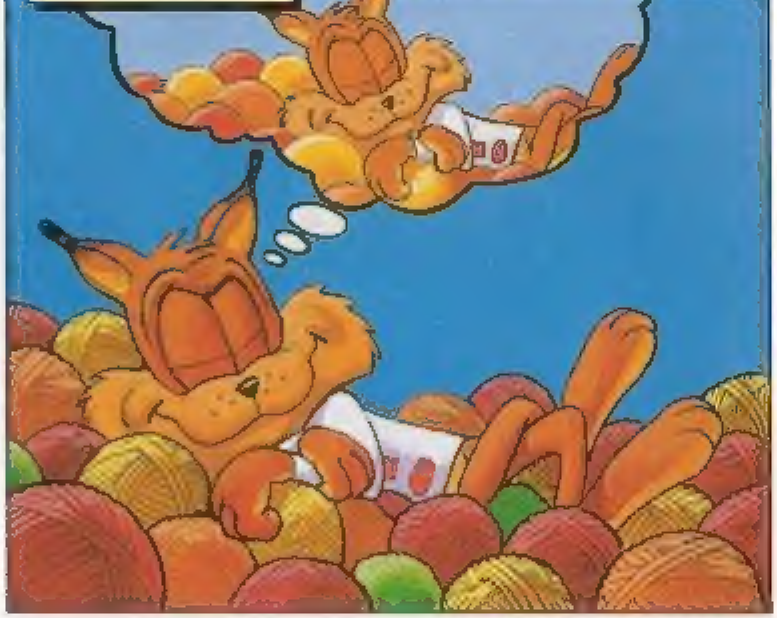

A BOBCAT READY... WOOLING AND ABLE TO DEFEND THE RIGHTS OF THE DOWNTRODDEN.
GO AHEAD, MAKE MY DAY.


...SMITE THE EVIL DOERS...
SOME I SMITE, SOME I BITE. IT'S A MOOD THING, REALLY.

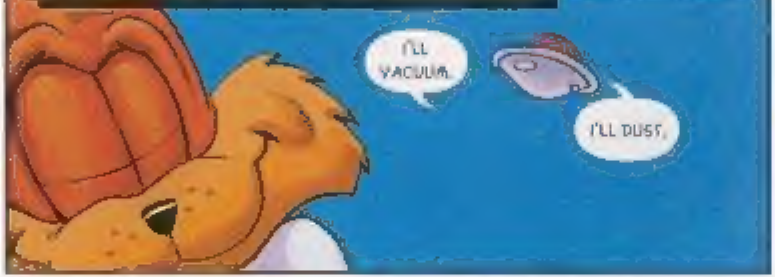
...AND TO GENERALLY ACT IN A HEROIC AND POLITICALLY CORRECT MANNER.


I REGRET THAT I HAVE BUT NINE LIVES TO GIVE TO MY PLANET.

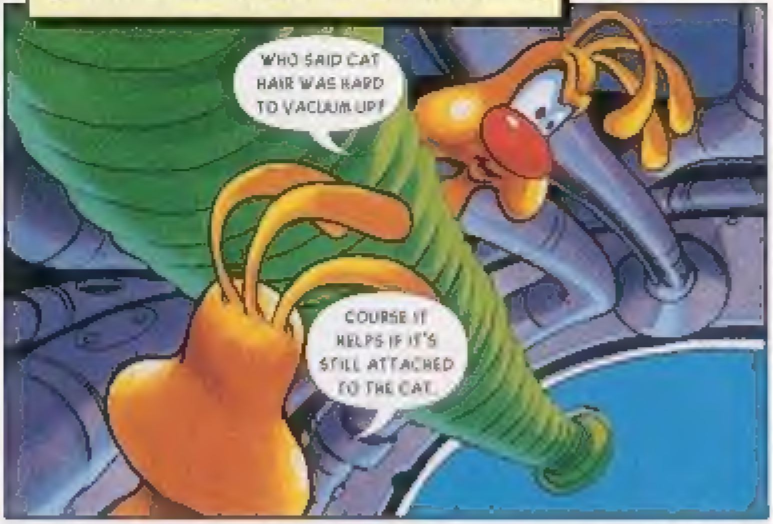
WELL, IT COULD HAPPEN.

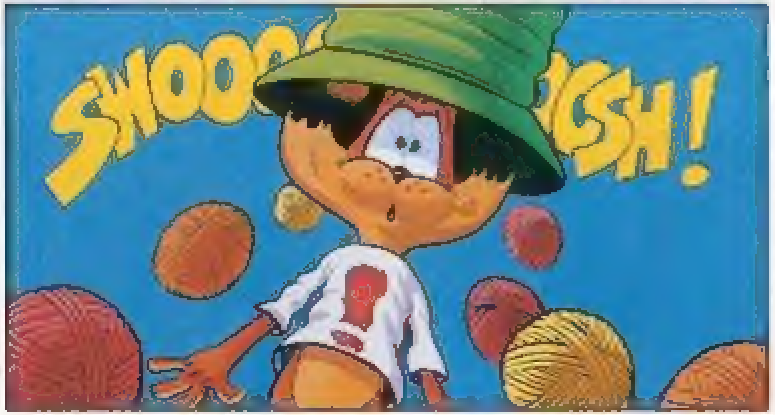


AND SO THE NEFARIOUS, NASTY, NO ACCOUNT WOOLIES PROCEEDED TO CLEAN BUBSY'S CLOCK.

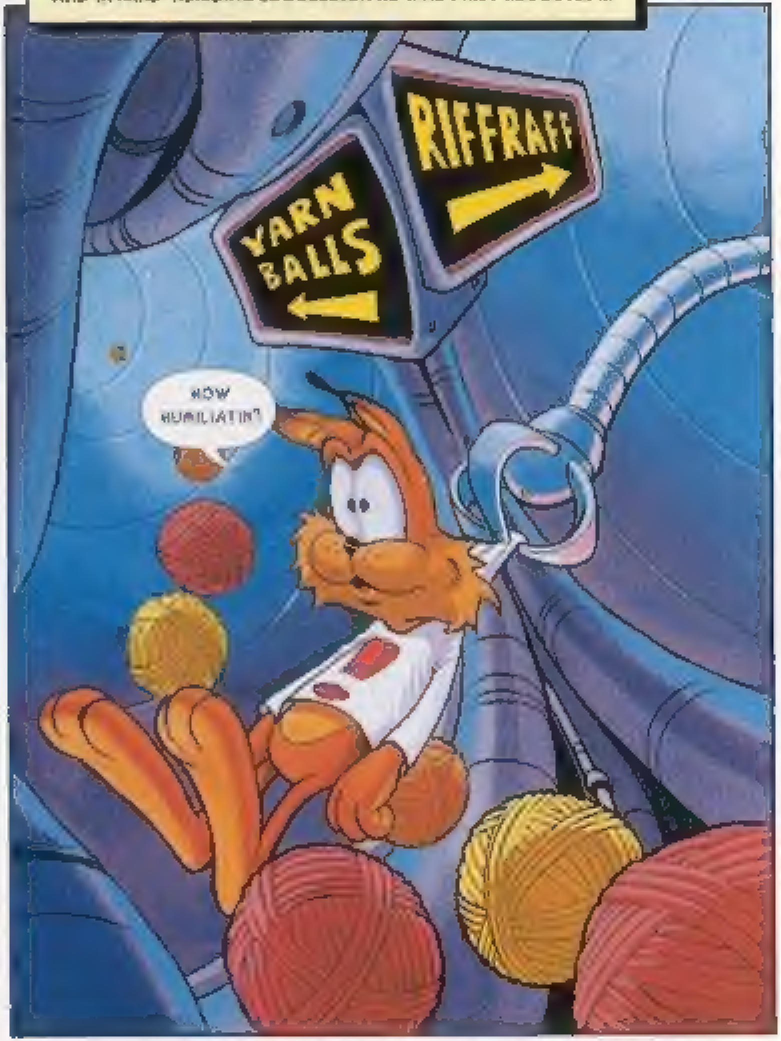

I'LL VACUUM.
I'LL DUST.

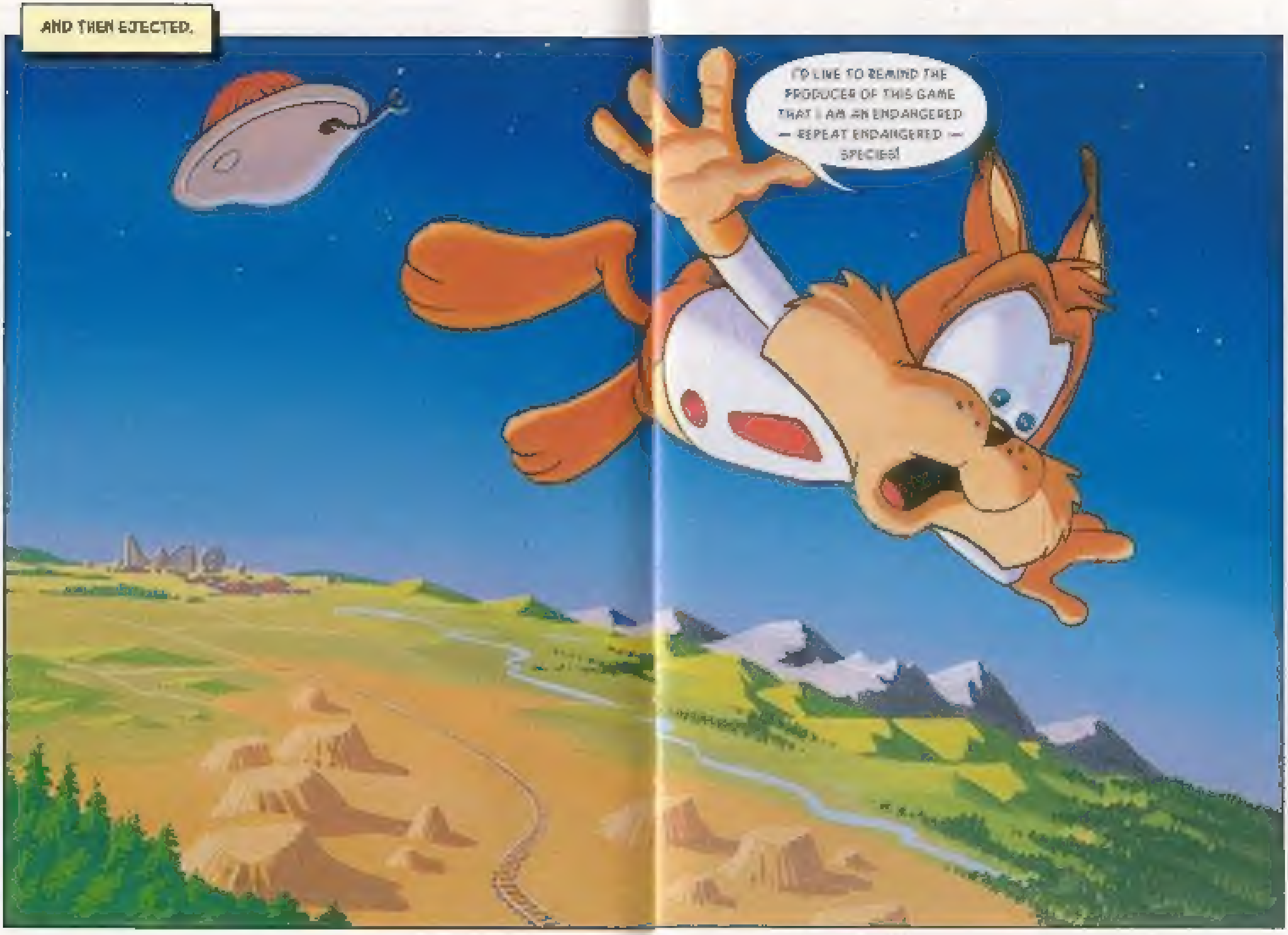
THE WOOLIES SWIFTLY MADE A SUCKER OUT OF BUBSY.

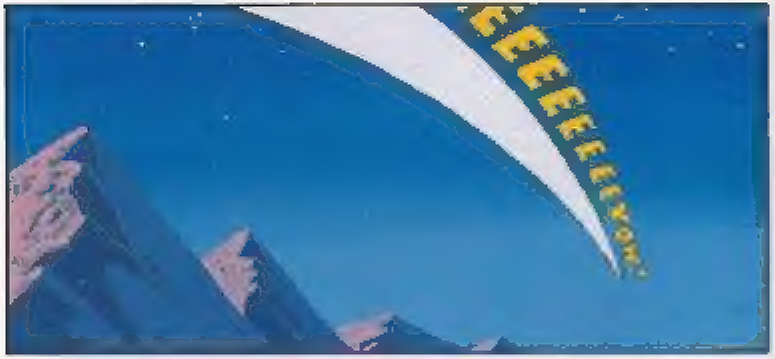

WHO SAID CAT HAIR WAS HARD TO VACUUM UP!
COURSE IT HELPS IF IT'S STILL ATTACHED TO THE CAT.



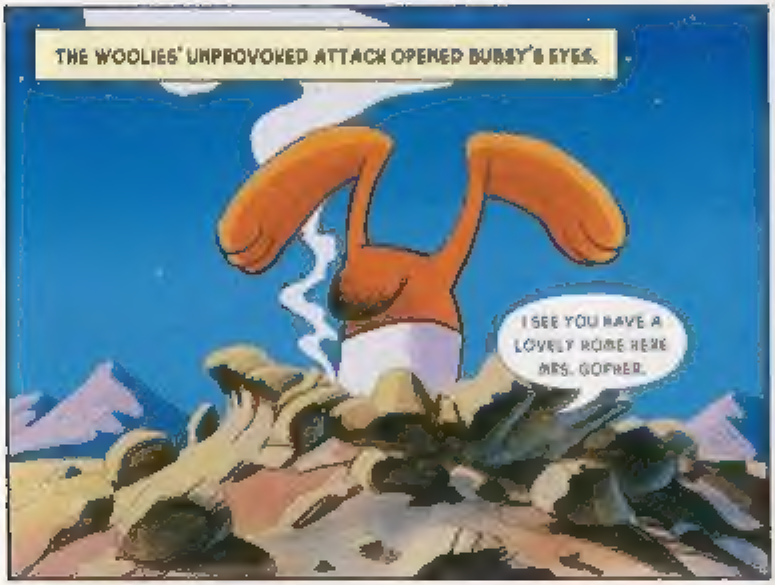
AND IN MIND-NUMBING SUCCESSION HE WAS FIRST REJECTED...


RIFFRAFF
YARN BALLS
HOW HUMILIATIN'!

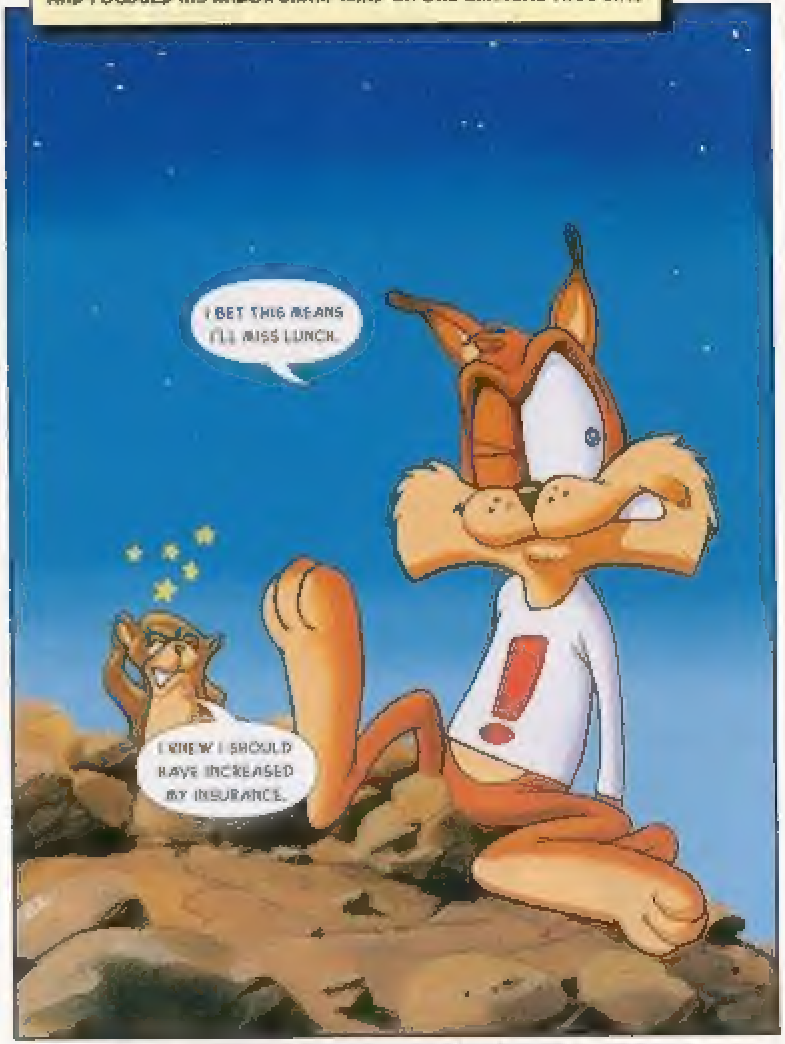

AND THEN EJECTED.
I'D LIKE TO REMIND THE PRODUCER OF THIS GAME THAT I AM AN ENDANGERED — REPEAT ENDANGERED — SPECIES!

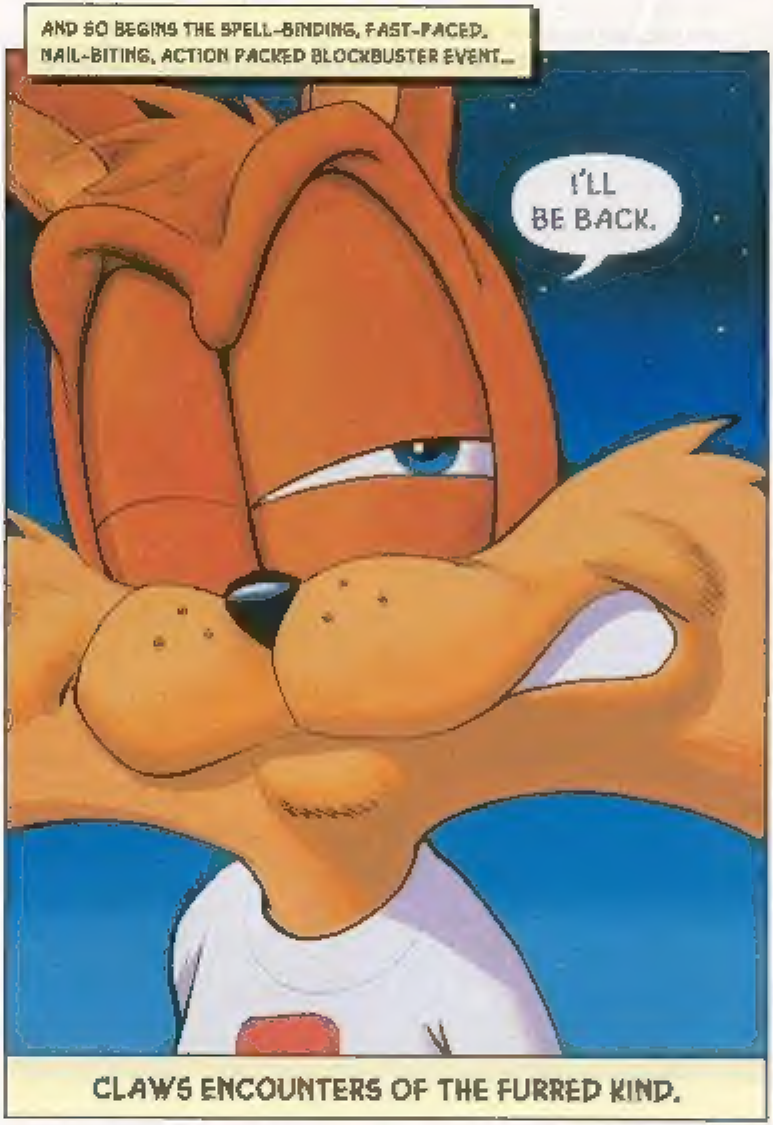

EEEEEEEEYOW!

THE WOOLIES' UNPROVOKED ATTACK OPENED BUBSY'S EYES.


I SEE YOU HAVE A LOVELY HOME HERE MRS. GOPHER.

AND FOCUSED HIS RAZOR SHARP MIND ON ONE CRITICAL THOUGHT.


I BET THIS MEANS I'LL MISS LUNCH.
I KNEW I SHOULD HAVE INCREASED MY INSURANCE.


AND SO BEGINS THE SPELL-BINDING, FAST-PACED, NAIL-BITING, ACTION PACKED BLOCKBUSTER EVENT...
I'LL BE BACK.
CLAWS ENCOUNTERS OF THE FURRED KIND.

INSTRUCTIONAL DOCUMENTATION FOR THE INSERTION AND IMPLEMENTATION OF CLAWS ENCOUNTERS OF THE FURRED KIND GAME PAK FOR THE SNES

Step 1: Firmly grasp the ergonomically designed plastic Game Pak housing with both hands making sure the description label is facing North.

Step 2: Verify that the Game Pak/machine interface connectors are pointing towards the core of the planet...

Step 3. Stand in fr t of the Super Nintendo Entertainment System in a relaxed manner with both feet sligh apart and ter nate all power to the system by grasping the handle

Hey wait a minute! I never saw this stuff before. Who's the chowder head writing this thing anyway? I was supposed to get Stephen King for the manual. It's in my contract. O.K, that's it, get Stephen on the line, I'll...

Oh, oh. I get it. Show it to the old Bubster and he'll throw a fit and do it himself. Save a few bucks, he's just a bobcat. Is that it?

Well, it's not going to work this time buster. I'm not going to stand up here and make some dorky speech about how the Woolies have stolen all the Earth's yarn for their own evil ends, and how you're supposed to trash every Woolie you see and grab every yarn ball in sight. No siree, not me. Find somebody else to talk about gettin' through the village, past the carnival, hitchin' a ride on the canyon train, and goin' down river to the forest.

And besides, the big Woolie mother ship at the end is a secret. You don't want to tell anyone about that anyway. That's how you win.

Yep, you have to get up pretty early in the morning to fool this bobcat. I'm not talkin' about any secret Woolie warp caves full of yarn and stuff. Nope. Not me. You guys try to get me to do everything around here. Sheesh, I mean, maybe you'd like me to take out the trash now?

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LET'S GET GOING, OK?

Now that we've taken out the trash [illegible] can [illegible] want to get into this. Collecting [illegible]. [illegible]. And, best of all, [illegible] out Woolies. Ah, life is good.

Here's What I Do...

1 First I make sure the power switch is OFF.

2 Then I stick my Bubsy Game Pak (the one with me [illegible] that [illegible]) into my Super Nintendo Entertainment System, as described in the Nintendo System manual.

3 [illegible] the power switch ON. And [illegible] TV on too, of course.

That's [illegible] SELECT to go to the Options screen and make your selections.

When I Want to Play With 2 Players...

[illegible] want to [illegible] Woolies [illegible]. To get a [illegible] player [illegible] the game, [illegible] START [illegible] 2 [illegible] 2 Players on the Options screen. (Player 2 will have a green exclamation mark on my shirt.)

The Options Screen

[illegible] you can change a bunch of stuff, like the sounds, the music, what the buttons do and more. [illegible] explain each option to you below. But first [illegible] want to [illegible] you how to change an option.

To change an option, highlight the option by pressing the Control Pad ▲ or ▼. Then press **SELECT** to toggle between choices.

When you've made all your changes, press **START** to begin playing.

Here's a brief bit about each option.

Pounce/Glide

This option lets you change what the buttons make me do. (If you haven't messed with it, **Buttons B and A** make me pounce and **Buttons Y and X** make me glide.)

Full Audio

This lets you fiddle with the sound — choose between **Full Audio**, **Mute**, **Sound FX Only** or **Music Only**.

Enter Passcode

This is great. With passcodes, you and I can start where we left off. Which means that if you get like all the way to the desert or something, you don't have to start at the village the next time you play.

Each time you finish three chapters, you'll be given a passcode. WRITE IT DOWN!!! I mean it!!!

To enter your six-digit passcode, highlight **Enter Passcode** on the Options screen and press **SELECT**. Then press ▲ or ▼ to scroll through the letters. When the correct letter is displayed, press ► to go to the next space. (If you make a mistake, press ◄ to back up.) After you have entered all six letters, press **SELECT**. After the chapter number appears, press **START**.

Bubsy Creators

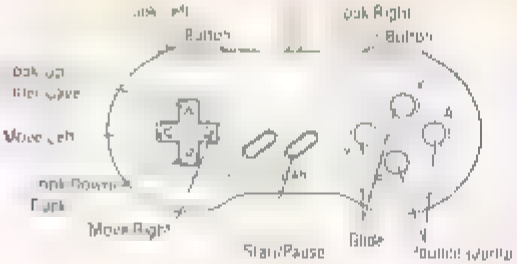
This option gives credit where credit is due. Press ▲ or ▼ to see all the people who made me what I am today — one fantastic bobcat. Enough said about other people, let's move on.

Exit

Returns you to the title screen.

IT'S A CONTROL THING, REALLY

I'm a control freak. So? Lots of powerful [illegible] are. [illegible] wasn't this [illegible] have the Woolies pulled over their eyes. Now [illegible] Woolie B[illegible] you've got to understand a few simple things about control. And here they are.



Control Pad

Up

- I'll look up
- I'll enter caves, mine shafts, etc. (if I'm standing in front of 'em)

Down

- I'll duck down
- I'll look below me

Right/Left

- I run or glide right or left on the ground, in the air and on water slides.
- Put on the brakes by pressing opposite the direction I'm running. Or, speed up by pressing in the same direction I'm running.

START + SELECT

- Return to the Start-up screen

Button B

- I'll pounce and if I hit a Woolie or one of their henchmen, they're history.
- The longer you hold it, the higher I jump and the more I'll bounce when I pounce on the bad guys.

Button Y

- I swoop through the air and land light as a feather.
- I can pounce on enemies while I'm gliding. Try holding the **B Button** down at the same time. I'll do a super pounce and soar into the air.

Button A

- Also makes me pounce, but can be reconfigured via the Options screen

Button X

- Also makes me glide, but can be reconfigured via the Options screen

Button L

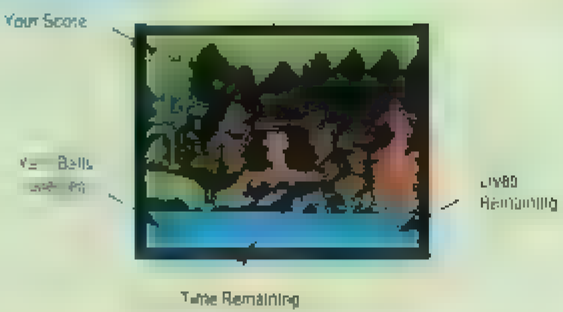
- I'll look to my right (your left)

Button R

- I'll look to my left (your right)

Hint: [illegible] Button [illegible] R [illegible]

PLAYING AROUND



On the Screen

Here's a quick [illegible] on all the stuff you see on the screen [illegible] flashing digits and other stuff [illegible] from little ole me.

You've probably figured all this out anyway. [illegible] to tell you about it. So here it is.

Overall Score

[illegible] points [illegible] the Woolies [illegible] each enemy [illegible] succession [illegible] more points for special colored yarn balls.

Yarn Balls Collected

You don't really need me to explain this one, do you?

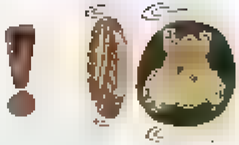
Time Remaining

The time keeps counting down. Even when you're not playing with the controller, unless you pause the game.

Lives Remaining

Guess how many lives I start with? Big surprise. NINE!

Mid-Level Markers



Congratulations! When I get to an exclamation point, I'm part-way through a chapter. Make me hit it and it will change to a spinning red yarn ball with my handsome face on one side. When I lose a life, I'll come back to the last Mid-Level Marker I hit.

A Word About Water

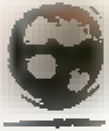
You know the old saying: you can lead a cat to water but you can't make it sink. Okay, I know. They're wrong. You *can* make it sink. But don't do it. Don't get me in over my head. P-l-e-a-s-e! Cats *hate* water. *I* hate water. You wouldn't want to immerse a sweet, lovable feline like me, would you? (Don't answer that.)

Bonus Points

Here's how you rack these up: you get ten bonus points for every second left at the end of a chapter. You started with 10 minutes. If you had one minute left, you'd get 600 bonus points. Get it? Good.

Collector's Items

As you know by now, I collect yarn balls. Any kind. Any size. Any color. Here's the diffs.

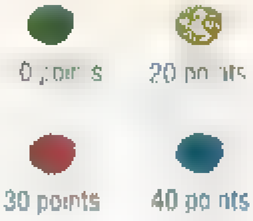


Wool-gae-matron

Keeps wool under extreme pressure in a high fiber plasma state. Random point value between 1000 and lucky number 7777.

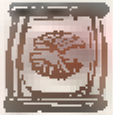
Colored Yarn Balls

I give you points for all yarn balls! But some are more valuable to me than others. Here's what they're worth.



Surprise Yarn Balls

These change colors randomly. Points are determined by the color of the surprise yarn ball at the moment it's hit. (See point values above.)



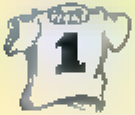
Yarn Crates

A giant stash of yarn balls. Each one holds 25 and is worth 500 points. Not something I'd want to pass up.

The T Shirt Craze (and other power ups)

Okay, you've played these games before. So of course you know what a power-up is. If you don't, go ask your kid brother. These power-ups even come with a free T-shirt. Or is it the other way around?

Here's what gets me what:

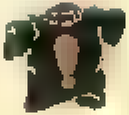


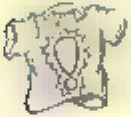
Numbered T-Shirts: More Bubsy

See the big number on these shirts? That's how many more lives I'll get, if I can get the shirt.

Black T-Shirts: Shadow Bubsy

I look great in black. And when I wear one of these black T-shirts, the Woolies can't even see me.



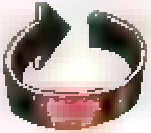


Flashing T-Shirt: Super Bubsy

This one flashes. And as long as it does, I'm totally invincible to Woolies and their henchmen (of course, water, spikes and other natural disasters can have a deadly effect on me).

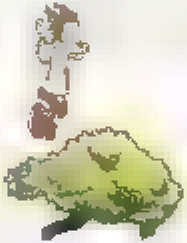
Continues

I need these! As many as I can pick up. 'Cuz if I snag a Continue and lose a life, I'll start on the same level where I lost that life!



Free Rides

Yeah, I've taken a lot of free rides in my time. Why not? If I don't take them, someone else will. Here are some of my favorites.

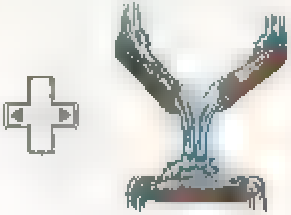


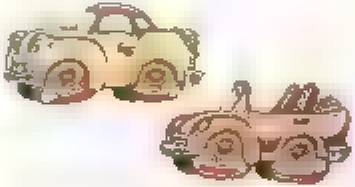
Bouncy Branches

I'd jump (**Button B**) on one of these photosynthesis factories to really take off.

Water Slides

I can control where I'm going here by pressing the Control Pad ◄ or ►. Slow me down by pressing the Control Pad opposite the direction I'm headed. Press **Button B** to jump.



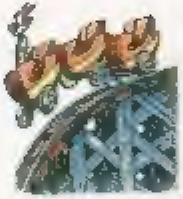


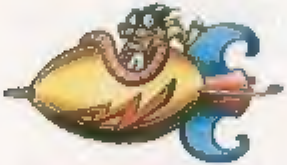
Cars

Jump on one of these for a high-flying time. But avoid the red hot convertibles. And don't take rides with strangers.

Roller Coasters

To jump off a roller coaster, press the **Pounce** or **Glide** buttons. Push ▲ to raise my hands and collect goodies. Push ▼ to cover my eyes.



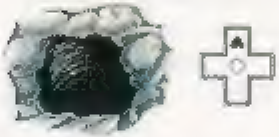


Rocket Cars

A great way to pick up some easy yarn balls. Push ▲ to raise my hands and collect goodies. Push ▼ to duck and cover my eyes.

Log Rafts

Jump on to head downstream. And look out for Snorkel Turtles.

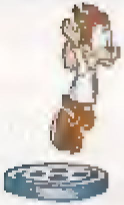


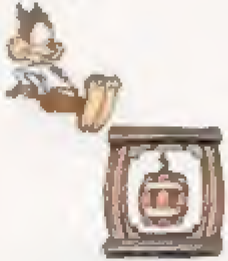
Warp Caves

I know. You're going, "Huh? Like a cave is a free ride?" Well, okay, not all caves give you free rides. But some hyperwarp you to other places in your world. And some even lead to the Woolies' secret yarn stashes.

Manhole Covers

Most manhole covers go down. But these also let me go up. If I stand on them just right...



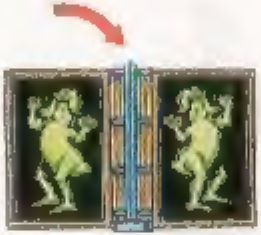


TNT Crate

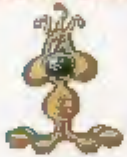
This one is dynamite! I can bounce off the top or power pounce off the side. Either way, press the **Pounce** button for extra height.

Strongmen

I'd jump here if I were you. For extra height, hold down the **Pounce** button when I hit it.

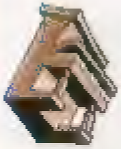


Alien Invaders & Other Bad Guys



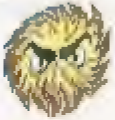
Woolies – 500 Points

Jump on these irritating yarn snatchers from the planet Rayon. But don't hesitate when you get up close.



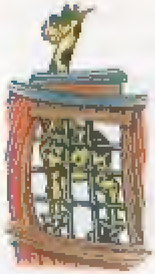
Pianos – 800 Points

Bang those ivories!



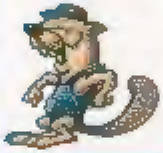
Grumbleweeds – 600 Points

There's nothing more irritating than a plant that moves.



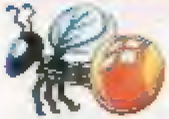
Giraffes on Train

Jump on their heads and see what happens.



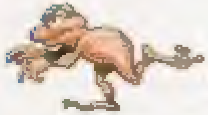
Beavers – 500 Points

Chomp these chumps.



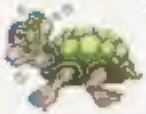
Lightbulb Bugs – 300 Points

Turn these guys off!



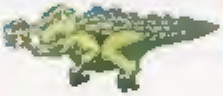
Tree Frogs – 200 Points

Hip-hop on 'em.



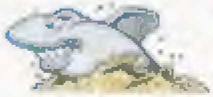
Snorkel Turtles – 200 Points

They'll give Teenage Ninjas a run for their money.



Snapagators – 300 Points

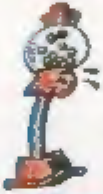
Will chomp my raft away.



Sand Sharks – 800 Points

Bury 'em alive!

What to Avoid



Gumball Machines, Firecrackers, Horny Toads, Cactus, Tack Crates, Loose Tacks, and any Other Pointy Thing.

Don't try to attack them or you'll gum up the works.

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3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your Pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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